

XBOX

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LIVE

ONLINE ENABLED

# SPIKEOUT

BATTLE STREET

NTSC

TM



SEGA

Game Experience May  
Change During Online Play

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing SPIKEOUT™ Battle Street for the Xbox® video game system from Microsoft®. Be sure to read this instruction manual thoroughly before you start playing this game.



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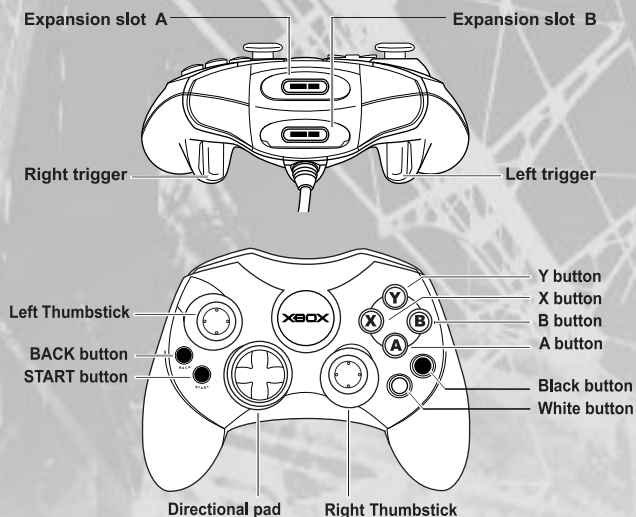
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# CONTROLS

The instructions in this game manual are based on the default controller configurations – **A Type**. The button assignments can be changed from **Options** (P.13).

Insert the Xbox Controller S into any controller port. For a single console split-screen game, connect additional controllers to available controller ports. Insert any expansion devices (such as the Xbox Communicator Unit) into the controller's expansion slots as appropriate.



## MENU CONTROLS

<b>Left Thumbstick Directional pad</b>	Move menu cursor
<b>A button</b>	Enter / Confirm
<b>B button</b>	Exit (Back) / Cancel

Check the footer of the menu screens for any menu-specific button assignments.

# CONTROLS

## DEFAULT GAME CONTROLS

<b>Left Thumbstick Directional pad</b>	Move / Dash (Click Left Thumbstick or enter the same direction twice)
<b>A button / L trigger</b>	Shift Move
<b>Y button / R trigger</b>	Charge (Charge Attack – P.12)
<b>B button</b>	Jump
<b>X button</b>	Beat (Punch or Kick)
<b>X + Y / R</b>	Sweep Attack
<b>X + B</b>	Homing Attack
<b>Y / R + B</b>	Jump Attack
<b>Dash, X + Y</b>	Dash Attack
<b>X + Y + B</b>	Special Attack (Items – P.12)
<b>Move towards enemy</b>	Grapple
<b>Grapple, Y / R</b>	Back Hold
<b>Grapple, Left Thumbstick + X</b>	Throw (Grapple from the front, side, or back position)
<b>Back Hold, B, X</b>	Jump Throw
<b>Front Grapple, X + Y + B</b>	Special Throw
<b>Y x 3</b>	Charge Combo
<b>X x 3 to 6</b>	Beat Combo
<b>X x 3, Y x 3</b>	Beat / Charge Combo
<b>X x 3, Charge Y (C2)</b>	Beat / Lift Combo
<b>X + B, Charge Y (C2)</b>	Homing / Lift Combo
<b>Front Grapple, X x 2, Jump Throw</b>	Grapple Beat / Jump Throw Combo

# STORY

Ten years have passed since Team Spike eliminated Team Inferno from the streets of Diesel Town in the final showdown of a legendary gang war. Bad blood remains between the two teams and now the big boss, Michael, returns with a fiery new team of Inferno fighters that can't wait to settle the score. Due to the absence of the heroic Spike, his son, Spike Jr., must step up to battle his father's nemesis and try to live up to his father's great name.



# GETTING STARTED

## CONNECTING

### TAKE SPIKEOUT BEYOND THE BOX

Xbox Live is a high-speed Internet (cable or DSL) gaming community where you can create a permanent gamer identity, setup a Friends List – find and invite your online friends, and talk to them in real-time as you play. This game will automatically sign in to Xbox Live if your system is properly set up with a valid account ID (Gamertag). To change your Gamertag, sign out via the Xbox Live Menu; then, sign back into Xbox Live to open the list of accounts you have registered.

## CONNECTING



Before you can use Xbox Live™, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

## PLAYER PROFILES

The Player Selection List will appear every time you enter the game from the Title screen. If you are playing for the first time, you will need to create a Player Name for your profile where the game progress and settings are stored. Please refer to the Xbox Dashboard (select **MEMORY**) in the event that there is insufficient memory to create a user profile.



## MAIN MENU

Press the START button at the Title screen to enter the Main Menu screen. Use the directional pad  to choose a mode and press the  button to confirm.



## STORY

Enter a single player offline game and clear each stage to advance the story.

## BATTLE STREET

Up to four players can play offline or via network (Xbox Live or System Link Play) in this cooperative multiplayer mode.



## TRAINING

Practice each action and improve your fighting skills.

## OPTIONS

Change various game settings.

## XBOX LIVE OPTIONS

Change Xbox Live user settings. To access the Xbox Live Menu (P.6), you must sign in to Xbox Live.

## BATTLE STREET – XBOX LIVE

Select **Xbox Live** from the Battle Street Menu and choose from the following options to host, join, or search a multi-player online session.

If you are not signed in to Xbox Live, the Sign in List will pop up before you can enter Xbox Live – select an account ID or register a new ID.



## QUICK MATCH

Find and play in immediately available sessions.

## OPTIMATCH™

Set your preferences and search for sessions.

## CREATE MATCH

Set your preferences and make a new session.

## XBOX LIVE MENU

You can access the Xbox Live Menu from virtually any menu screen (Y button), and from the Pause Menu (START button) during the game as long as you are logged in to Xbox Live.

## FRIENDS LIST

List of Friends who you can invite or join for a session.

## PLAYERS LIST

List of players you meet in the session.

## OPTIONS

Change your online status, voice effects, and output method of other player's voice.

You can connect two Xbox consoles together using the Xbox System Link Cable, or up to four consoles using an Ethernet hub and standard Ethernet cables. Refer to your Xbox Instruction Manual for details on how to properly set up the network.

## BATTLE STREET – SYSTEM LINK PLAY

First, select **System Link Play** from the Battle Street menu and search for a game to join in or create your own game. If you choose to search a session, you will enter the game by selecting your host. If you choose to create a session, you will need to first define the rules on the Session Setting screen (see below).

## CREATING SESSION

Edit the Session Settings to create / host a Battle Street session.



## STAGE

Select **ALL STAGES** to clear and play all the Stages, or play only in a single Stage.

## TYPE OF GAME

Select **Arcade** rules or **Customization**.

## OPTIONS (only for Customization)

Adjust the Difficulty, and toggle game preferences such as Time Limit, Continues, and ability to inflict friendly damage.

## PLAYER LEVEL (only for Xbox Live)

Select the level of the players invited to your session. This setting is for information purposes only.

## LANGUAGE (only for Xbox Live)

Select the language you will be using to communicate during the session. This setting is for information purposes only.

## ALLOW QUICK MATCH TO FIND GAME SESSION (only for Xbox Live)

Allow other players to find your session via Quick Match.

## FRIEND SLOTS (only for Xbox Live)

Number of player slots reserved exclusively for your Friend(s).

Play the role of the main character of the Stage (Story Mode) or select a character for the Battle Street Mode. A movie scene will play before each Stage to establish the plot of the Story Mode.

## I. Battle / Area Boss

Defeat the entire crew or the Boss(es) in the Area to move on to the next Area. You are warned whenever a Boss makes an appearance – keep an eye on your foe's health gauge, especially while you're battling the Boss.



## II. Gate & Bonus

Break down the Gate that leads to the next Area. Receive bonus points and life based on your performance (time and enemies defeated) when you break the Area Gate. For some Areas there will be more than one path to take, so look for an alternative entrance and explore all the possible routes.



## III. Stage Boss

Advance to the final Area and defeat the last Boss of the Stage to clear the Stage. Your gameplay results and progress (Story Mode) will be automatically saved whenever you clear a Stage. The game will move on to the next Stage if you are playing the Story Mode or an **ALL STAGES** Battle Street session.



### UNLOCKABLES:

Additional characters will be available for Training and Battle Street Modes based on your progress in the Story Mode. When you clear a Stage in the Story Mode, the Stage you cleared will also be made available in the Battle Street Mode.

## IV. New Player of the Session

To join a Battle Street session that is already in play, you will need to wait in the Lobby until your team breaks down the next Gate.

Display the Gamertag ID or Player Name above of your teammate's character(s) by pressing the BACK button.



## V. Game Over / Continue

The game is over when the Life Gauge is empty or when the Time Limit runs out. The host of the session can customize the rules of Battle Street sessions by changing the **Continue** option ON and/or the **Time Limit** option OFF via the Session Settings (P.7). For a multiplayer network session, the game will end when the host decides to quit the session.



# TRAINING MODE

Select a character and hone your street fighting skills. The following options are available from the Pause Menu.

### CONTINUE GAME

Return to the current training.

### CHANGE POSITION

Reset the location of your training.

### DISPLAY BUTTON INPUT

Displays all your button input on the game screen.

### CPU SETTING

Change the CPU training partner and/or their fighting level.

### RETURN TO CHARACTER SELECTION

Change your player character for the training.

### QUIT GAME

Exit the training and return to the Main Menu.



## GAME DISPLAY

### 1 PLAYER CHARACTER ICON

### 2 TOTAL POINTS

### 3 LIFE GAUGE

The game is over when this gauge is completely depleted.

### 4 SPECIAL ATTACK ICONS

One attack per icon.

### 5 K.O. COUNTER

Number of enemies defeated.

### 6 TIME LIMIT

The game is over when the time reaches zero.

### 7 ENEMY CHARACTER

Name and Life Gauge of the attacked enemy – Points, attack and combo results appears as you damage the enemy.

### 8 TEAMMATE(S)

**NOTE:** Some displays will be unavailable depending on the mode or type of session you are playing.



### 9 CHARGE GAUGE

Charge up for an explosive power attack (P.12).

### 10 RADAR MAP

Check the position of your character (in blue triangle) and enemies (in red). "S" is starting point of the Area and "G" is the Gate of the Area.

\*Black button to zoom in / out, and hold down to hide the map.

## SPLIT-SCREEN (BATTLE STREET)

Connect additional controllers to the console for a cooperative split-screen game in a Stand Alone Battle Street game. Each player must select a different Player Name to join the game.

### PLAYER 1's SCREEN



### PLAYER 2's SCREEN

## LOBBY (BATTLE STREET HOST)

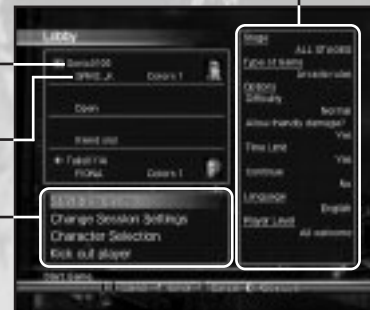
Create a session from the Xbox Live or the System Link Menu to enter the Lobby screen as a host and set up your session.

### SESSION SETTINGS

### GAMERTAG

### CHARACTER NAME

### HOST MENU



### START THE GAME

Start the game when everybody is ready!

### CHANGE SESSION SETTINGS

Change the stage or rules of the game.

### CHARACTER SELECTION

Change your player character.

### KICK OUT PLAYER

Reject a player from your game.

### VOICE ICONS



Voice ON  
\*Xbox Communicator



Voice MUTED



Voice via TV

## PAUSE MENU

Press the START button during the game to call up the Pause Menu. During a multiplayer network session, the Pause Menu will appear, but the game will continue to run.

### CONTINUE GAME

Return to the current game.

### RETURN TO LOBBY

Exit and return to the Lobby with all your friends. \*Available only to the host of the session.

### QUIT GAME

Exit the game.

### OPTIONS

Access the Options Menu (P.13).

### XBOX LIVE MENU

Access the Xbox Live Menu (P.13). This menu is available when you are signed in to Xbox Live.

# BATTLE TIPS

## CHARGE ATTACK (CHARGE GAUGE)

Hold down the **Y** button (or **R** trigger) to charge up the attack level on the Charge Gauge and release the button to unleash a Charge Attack. You are allowed to punch / kick the enemies using the **X** button while charging the Charge Gauge.



Once the Charge Gauge is up to Level C4, use the attack before the charge countdown runs down to zero.

## COOPERATIVE ATTACK

Take advantage of the Cooperative Attack when playing a multiplayer game. Grab your partner, then simultaneously press the **△**, **X**, and **Y** buttons to perform a spinning attack to knock down gangs of nearby enemies.



## ITEMS



### LIFE UP

Recharge your Life Gauge. \*Item comes in three sizes.



### SPECIAL ATTACK

Gain one additional Special Attack.

## WEAPONS

Hold down the Left Thumbstick **↓** and press the **X** and **Y** buttons to pick up any objects (weapons) the enemy drops. Attack the enemies with the equipped weapon using the **X** or **Y** button or press both the **X** and **Y** buttons to throw the weapon. Note that you cannot carry over your equipped weapon to the next Area.

# OPTIONS

Access the Options and adjust the following game settings. The settings are automatically saved when you exit the Options screen.



## CONTROLLER SETUP

Rearrange the button assignments and toggle ON/OFF the Vibration setting.

## SCREEN SETUP

Adjust the display positions and brightness of the game screen.

## SOUND SETUP

Adjust the sound level of the music and sound effects.

## PLAYER DATA

Check your records, fighting stats, and other game information.

## CREDITS

Display the complete staff credits of the game.

## FOR DOLBY® DIGITAL DECODING

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select Dolby Digital in the Dashboard menu of the Xbox to experience the excitement of surround sound.

## SCOREBOARD

You can view records and rankings of the Battle Street Mode from the Scoreboard. Highlight **Xbox Live** or **Stand Alone** in the Battle Street Menu and press the **X** button to check the Scoreboards of the respective game mode.

Use the **L R** triggers to switch the Scoreboard and the directional pad **↑↓** to scroll through each Scoreboard. You can also track your own records by pressing the **A** button.

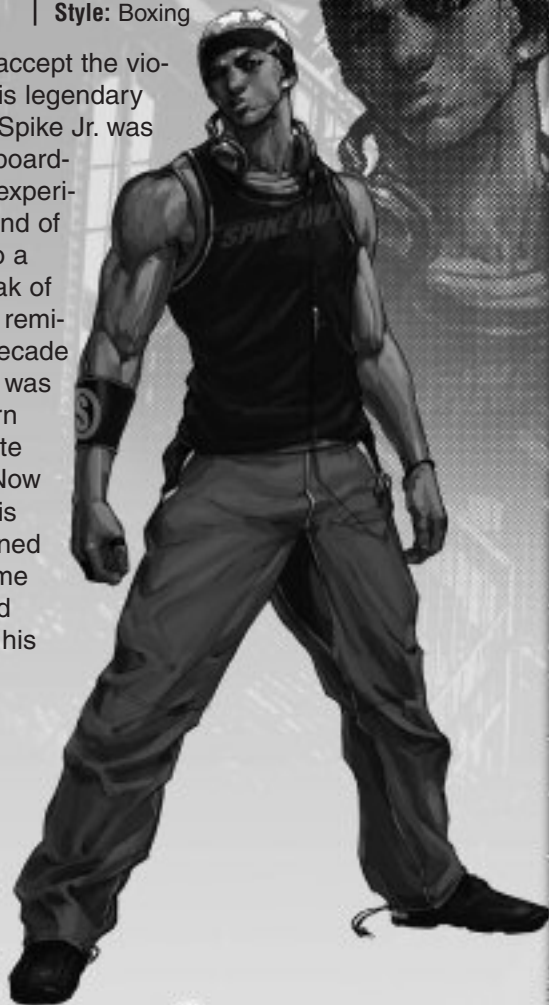
Note that you must be signed in to Xbox Live to access the Scoreboards, and only the games played by the **Arcade rules** will qualify for the Stand Alone Scoreboards.



## SPIKE Jr.

Age: 15  
Height: 5'10"  
Weight: 167 lbs  
Hair: Black (dyed blond)  
Eyes: Blue  
Style: Boxing

Struggling to accept the violent lifestyle his legendary father chose, Spike Jr. was sent away to boarding school to experience a new kind of life. But due to a recent outbreak of gang fighting, reminiscent of a decade earlier, Junior was forced to return home to reunite Team Spike. Now the homeboy is back, determined to make a name for himself and even surpass his own father.



## MIN HUA

Age: 15  
Height: 5'4"  
Weight: 103 lbs  
Hair: Dark Brown  
Eyes: Black  
Style: Ba Ji Quan

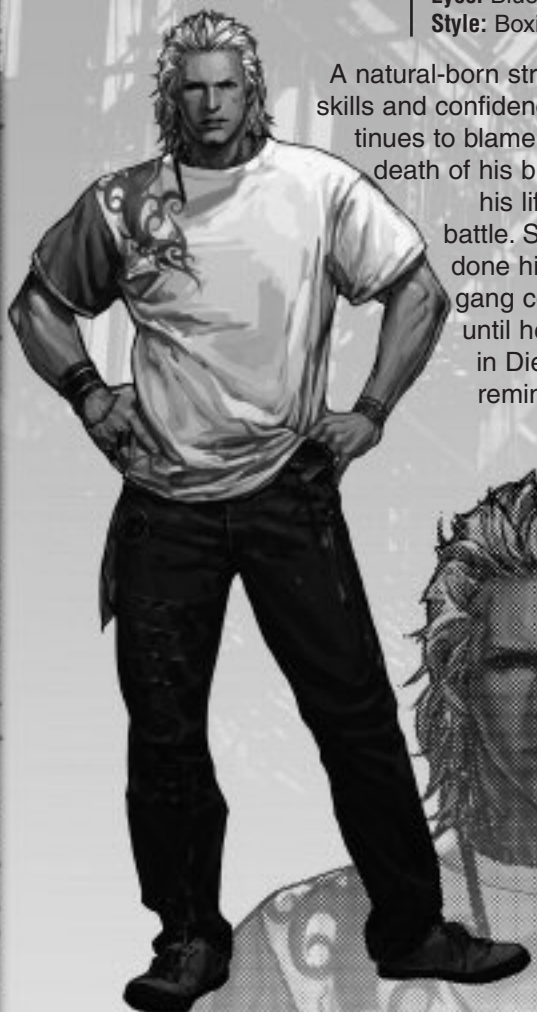
A cheerful and curious girl, attending the same boarding school as Spike Jr., Min Hua was drawn by his unusually mature nature and could always be seen around him. One day, she received a letter on Junior's behalf. But as soon as Junior read the letter, he immediately took off. Not knowing exactly where Junior was heading, she knew she had to follow him.



**JACKAL**

Age: 28  
 Height: 5'11"  
 Weight: 172 lbs  
 Hair: Blond  
 Eyes: Blue  
 Style: Boxing / Street Fight

A natural-born street fighter with skills and confidence. Jackal continues to blame himself for the death of his brother who lost his life during street battle. Since then, he's done his best to avoid gang conflicts; that is, until he met Spike Jr. in Diesel Town, who reminded him of his brother.

**FIONA**

Age: 23  
 Height: 5'8"  
 Weight: 125 lbs  
 Hair: Platinum Blonde  
 Eyes: Blue  
 Style: Tae Kwon Do-like kicks

An agent trained by the Potentates Foundation who faithfully executes any given order. Fiona has been assigned the task of uncovering the secret headquarters of the AMBER organization, currently under construction somewhere in Diesel Town. After hearing about Michael's attack, she felt the sudden crisis would create the ideal distraction for her to carry out her mission undetected.





## Producer

Toshihiro Nagoshi

## Director

Mitsunori Fujimoto

## Sub Director

Sakae Osumi

## Planning Director

Daisuke Aoki

## Planner

Kunito Kondo  
Ayuko Tanaka  
Naoki Nomura

## Program Director

Hiroshi Waki

## Programmer

Shinichiro Shibusawa  
Masaki Kobayashi  
Yoshikazu Takahashi  
Hirofumi Kono  
Ryosuke Nakano  
Hideaki Maruyama  
Kaori Takinami  
Masafumi Taketoshi  
Seiichi Yamaguchi  
Ken Shinoda

## Design Director

Akihiro Yamada

## Designer

Atsushi Hakamada  
Tomofumi Yamaguchi  
Mitsuru Kawasaki  
Nobuyuki Kuroki  
Akane Yamada  
Masatomo Kihara  
Tetsuya Ito  
Daisuke Kanauchi  
Takashige Ohnishi  
Sawa Nomura

Yumi Tachikawa  
Kiyoshi Tada  
Shinobu Naganuma

## Character Design

Hiroaki Hashimoto

## Logo Design

NAO Q

## Sound Producer

Hironobu Inagaki

## Sound Director

Kenji Kojima

## Music

Shinji "Sampling Masters MEGA"  
Hosoe  
Ayako "Sampling Masters AYA"  
Saso

## Sound Effect

Yasumasa Yamada  
Yasuo Yamate

## Main Cast

SPIKE Jr. – Bill Townsley  
MIN HUA – Laura Bailey  
JACKEL – Jim Foronda  
FIONA – Stephanie Young  
SPIKE – King Hollis  
WHITE – Bruce DuBose  
LINDA – Collen Clinkenbeard  
TENSIN – Christopher R. Sabat  
MICHAEL – Rick Spiegel  
HONG LONG – Jayna Wallach  
KAEDE – Georgia Foy  
VOID – Christopher R. Sabat  
Narration – Christopher R. Sabat

## Additional Voices

Eric Vale  
Chris Rager  
Dameon Clarke  
Wendy Powell

Cynthia Cranz  
Meredith McCoy  
Josh Martin  
Andy Chandler  
Justin Cook  
Bob Carter

## RECORDING UNIT

### Producer / Voice Director

Christopher Sabat

### Assistant Voice Director

Eric Vale

### Associate Producer

Rawly Pickens

### Script Supervisor

Andrew Rye

### Script Adaptation

Eric Vale

### Editor

Roy Machado

### Project Lead / Lead Editor

Rene Coronado

### Sound Editor

Carlos Gonzalez

### Studio Engineer

Jeremiah Gray

## #1st MOVIE UNIT

### Producer

Takeshi Ito

### Director

Tomokazu Takahashi

### CG Artists

Masahito Imamura  
Noriaki Hashimoto  
Kouhei Kajisa  
Takaaki Kise

## #2nd MOVIE UNIT

### Producer

Wilson Mui

### Modeling

Ji Chung Keun  
Kim Ki Bin  
Jung Sung Gun

### Lighting & Shading

Park Min Kyu

### Texting

Lee Jong Min

### Animation & VFX

Nam Jae Choon  
Wang Sung Jang  
Lim Jang Wook  
Jung Byung Won  
Jang Gi Ju

### Compositing

Lee Bo Ran

### Supervisors

Hiroyuki Kawano  
Naohiro Warama  
Tetsuya Kaku  
Kota Matsumoto  
Yutaka Ito  
Hisashi Endo  
Takashi Atsu  
Hitoshi Ota  
Yasuhiro Suzuki  
Eisuke Ito  
Kazuhiro Izaki  
Junichi Yamada  
Daisuke Sato  
Kazuki Hosokawa  
Tomokazu Honma  
Yukio Oda  
Osamu Ogata  
Kiyoteru Fujiki  
Kenei Unoki  
Yutaka Tsubakihara

## CREDITS

### SEGA OF JAPAN

#### Marketing Manager

Kouki Akiyama

#### Localization Support

Eiko Akiyama

#### Public Relations

Osamu Sato

#### Publicity Design

Yamanaka Akira

### SEGA LOGISTICS SERVICE

#### Quality Assurance

Junichi Shimizu

Akira Nishikawa

Akira Terasawa

Tomoki Matsuura

Hidaka Ogasawara

Ken Nishimoto

Kazuhiko Morii

Chihiro Tanikawa

#### Creative Design

Yoshihiro Sakuta

Hisakazu Nakagawa

Satoru Ishigami

Tetsuya Honda

Yoshitake Ohta

### SEGA OF AMERICA

#### President

Hide Irie

#### VP of Marketing

Scott Steinberg

#### Product Marketing Manager

Yosuke Moriya

#### Public Relations Manager

Bret Blount

#### Associate Public Relations

Ethan Einhorn

#### Senior Media Manager

Teri Higgins

#### Creative Services

Chris Mowry

#### Director of Web Development

Chris Olson

#### Senior Content Writer

Bridget Oates

#### Director of Product Development

Osamu Shibamiya

#### Localization Producer

Jason Kuo

#### Project Test Lead

Demetrius Griffin

#### Build Engineer

Rick Ribble

#### Package Design Production

Price Design

#### Special Thanks

Dimps Corporation

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Digital Media Lab., Inc.

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SUPER SWEEP Co., Ltd.

Ayane Hongo, Ltd.

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#### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site ..... <http://www.sega.com/usa>
- e-mail ..... [support@sega.com](mailto:support@sega.com)
- telephone ..... 1-800-USA-SEGA

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